

CLAIM AMENDMENTS

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims

1. (Currently amended) A server having access to at least one set of files (S_i) generated by slicing an encoded multimedia content in at least one set of slicing positions ($\{T_{i,1}, \dots, T_{i,K}\}$) forming slices that can be decoded independently one from the other, and by enclosing each slice in a file ($F_{i,j}$) thereby generating at least one set of files, said server comprising:

means for receiving an initial request directed to a multimedia content from a client device, the multimedia content including at least one of audio content and video content,

means for sending a document to the client device upon reception of said initial request, said document causing the client device to repetitively send a fetching request designating said multimedia content, wherein said fetching request does not identify a specific file to be sent from the server to the client device,

means for selecting at least one file ($F_{i,j}$) including at least one of audio content and video content amongst said set(s) of files (S_i), upon reception of said

fetching requests from the client device, wherein said at least one file (F_{i,j}) is selected based upon a proximity in time to said fetching requests, and

means for downloading the selected file(s) (F_{i,j}) to the client device.

2. (Currently amended) A server as claimed in claim 1, wherein said document contains a resource identifier designating said multimedia content and specific to the client device, and causes the client device to repetitively send fetching requests containing said resource identifier, and said server further comprises:

means, activated upon reception of a first fetching request, for selecting a first file to be downloaded amongst said set(s) of files (S_i) and for keeping a record of said resource identifier together with an indication of the selected file, and

means, activated upon reception of subsequent fetching requests, for checking said record in order to select the next file to be downloaded and for updating said record.

3. (Previously amended) A server as in claim 1, wherein said document comprises an instruction for the client device to send a subsequent fetching request before the end of the playback of the file that was downloaded in response to the previous fetching request.

4. (Previously amended) A server as claimed in claim 2, further comprising means for selecting a file to download based on a jump indication contained in said fetching request.

5. (Currently amended) A method for downloading an encoded multimedia content to a client device, said method comprising the steps of:

encoding a multimedia content, the multimedia content including at least one of audio content and video content,

slicing said encoded multimedia content in at least one set of slicing positions $\{T_{i,1}, \dots, T_{i,K}\}$ forming at least one set of slices that can be decoded independently one from the other,

enclosing each slice in a file $(F_{i,j})$ thereby generating at least one set of files (S_i) ,

receiving an initial request from the client device, said initial request being directed to said multimedia content,

sending a document to the client device upon reception of said initial request, said document causing the client device to repetitively send a fetching request

designating said multimedia content, wherein said fetching request does not identify a specific file to be sent from the server to the client device,

selecting at least one file ($F_{i,j}$) including at least one of audio content and video content amongst said set(s) of files (S_i), upon reception of said fetching requests from the client device, wherein said at least one file ($F_{i,j}$) is selected based upon a proximity in time to said fetching requests, and

downloading the selected file(s) ($F_{i,j}$) to the client device.

6. (Currently amended) A method as claimed in claim 5, wherein said document contains a resource identifier designating said multimedia content and specific to the client device, and causes the client device to repetitively send fetching requests containing said resource identifier, said method further comprises the steps of:

upon reception of a first fetching request, selecting a first file to be downloaded amongst said set(s) of files (S_i) and keeping a record of said resource identifier together with an indication of the selected file, and

upon reception of subsequent fetching requests, checking said record in order to select the next file to be downloaded and updating said record.

7. (Previously amended) A method as in claim 5, wherein said document comprises an instruction for the client device to send a subsequent fetching request before the end of the playback of the file that was downloaded in response to the previous fetching request.

8. (Original) A method as claimed in claim 6 wherein said step of selecting a file to download takes into account a jump indication contained in the received fetching request.

9. (Currently amended) A network system comprising:

a source for acquiring a multimedia content,

an encoder encoding said multimedia content,

a slicer for slicing said encoded multimedia content in at least one set of slicing positions $(\{T_{iL}, \dots, T_{iR}\})$ forming at least one set of slices that can be decoded independently one from the other, and for enclosing each slice in a file (F_{ij}) thereby generating at least one set of files (S_j) ,

a distribution network,

an access provider for providing a client device with an access to said distribution network, and

a server as in claim 1.

10. (Cancelled).

11. (New) A server as claimed in claim 1, wherein said at least one file ($F_{i,j}$) is selected by evaluating a delay time of the most recent file and the first file to get ready.

12. (New) A server as claimed in claim 1, wherein the server has access to at least one subsequent set of files ($S_{i+n,j}$) generated by slicing an encoded multimedia content in at least one set of slicing positions ($\{T_{i+n,1}, \dots, T_{i+n,K}\}$) shifted in time compared to a previous set of slicing positions.

13. (New) A server as claimed in claim 12, wherein said at least one file is selected from at least two sets of files.

14. (New) A method as claimed in claim 5, wherein said at least one file ($F_{i,j}$) is selected by evaluating a delay time of the most recent file and the first file to get ready.

15. (New) A method as claimed in claim 5, further comprising:

slicing said encoded multimedia content in at least one subsequent set of slicing positions ($\{T_{i+n,1}, \dots, T_{i+n,K}\}$) shifted in time compared to a previous set of slicing positions forming at least one subsequent set of slices that can be decoded independently one from the other, and

enclosing each subsequent slice in a file thereby generating at least one subsequent set of files ($S_{i+n,j}$).

16. (New) A method as claimed in claim 15, wherein said at least one file is selected from at least two sets of files.